

AMENDMENTS TO THE CLAIMS

1. (Cancelled)

2. (Cancelled)

3. (Currently Amended) A card for use with a card stack reader which includes:

a housing which accommodates the card stack reader;

a card stack insertion inlet from which a stack of cards is inserted, each card having a read code along a peripheral side edge thereof, the read code identifying the card;

a card holder which holds the stack of cards in an aligned condition;

a light irradiation unit which irradiates a peripheral side portion of the stack of cards, held by the card holder, with light so that a reflection light indicating the read code of each card is generated from the peripheral side ~~[[edge]]~~ portion of the stack;

an imaging unit which receives the reflection light from the peripheral side ~~[[edge]]~~ portion of the stack in a direction perpendicular to the peripheral side edge of each card and generates an image signal indicating the read code of each card based on the received reflection light,

wherein ~~[[characterized in that]]~~ the read code is recorded along the peripheral side edge of the card, the read code identifying the card, and, when the peripheral side edge of the card is irradiated by the light irradiation unit to read the image signal, the peripheral side portion of the card stack is fully enclosed in the housing and faces the imaging unit so that a reflection light indicating the read code is generated.

4. (Previously Presented) A card according to claim 3 characterized in that the read code is recorded to the card with a fluorescent material that is colorless under a visible light.

5. (Previously Presented) A card according to claim 3 characterized in that the read code is recorded to the card with a plurality of fluorescent materials that generate different color light rays by the irradiation with light.

6. (Previously Presented) A card according to claim 3 characterized in that the read code is recorded to the card with a fluorescent material that generates an infrared light ray by the irradiation with light.

7. (Previously Presented) A card according to claim 3 characterized in that the read code is recorded to the card with a fluorescent material that generates a light ray having a wavelength longer than a wavelength of a blue light, by the irradiation with light.

8. (Previously Presented) A card according to claim 3 characterized in that the read code recorded to the card includes guide bits.

9. – 17. (Cancelled)

18. (Previously Presented) A card according to claim 3 characterized in that a plurality of different read codes are provided at the peripheral side edge of the card.

19. (Previously Presented) A card according to claim 3 characterized in that the card is configured such that the read code at the peripheral side edge of the card read by the card stack reader from a front surface of the card is different from the read code read by the card stack reader from a back surface of the card.

20. (Previously Presented) A card according to claim 3 characterized in that the read code at the peripheral side edge of the card has a data pitch for encoding that varies depending on a kind of the card.

21. – 23. (Cancelled)

24. (Previously Presented) A card according to claim 3 characterized in that the read code at the peripheral side edge of the card is recorded to the card with a light storage material.

25. – 29. (Cancelled)

30. (Previously Presented) A card according to claim 3 characterized in that the read code includes:

data bits each indicating a binary value of the read code;

a front/back indication bit indicating one of front and back surfaces of the card; and

edge bits indicating respective positions of a start and an end of the read code.

31. (Previously Presented) A card according to claim 30 characterized in that each of the data bits, the front/back indication bit and the edge bits has a predetermined width along the peripheral side edge of the card.

32. – 44. (Cancelled by Article 19 Amendment)

45. (Currently Amended) A card for use with a game machine in which a stack of cards, containing the card, is inserted into the game machine, and a card game is played with the game machine based on game

data read from the stack of cards, the game machine comprising a code reader which generates an image signal indicating codes of a peripheral side of the stack of cards by irradiating a portion of the peripheral side of the stack of cards where the codes are recorded, with light, the code reader including a housing accommodating the code reader, and an imaging unit receiving a reflection light from the peripheral side of the card stack in a direction perpendicular to the peripheral side of the card stack, the card comprising:

a peripheral side containing a position corresponding to the portion of the peripheral side of the stack of cards irradiated by the code reader of the game machine; and

a code recorded at the peripheral side of the card, and when the peripheral side of the card is irradiated with light, a reflection light indicating part of the game data is generated from the code and received by the code reader,

wherein, when the peripheral side of the card is irradiated with light to read the image signal, the peripheral side of the card stack is fully enclosed in the housing and faces the imaging unit so that the reflection light indicating the part of the game data is generated.

46. (Previously Presented) A card according to claim 45 wherein the game machine further comprises a light irradiation unit which irradiates the portion of the peripheral side of the stack of cards with light, and the code of the card is printed with a fluorescent material that generates a light ray when receiving a reflection light from the portion of the peripheral edge of the stack of cards irradiated by the light irradiation unit.

47. (Currently Amended) A card according to claim 45 wherein the code of the card is arranged along either a center of the peripheral side of the card or one of the edges of the peripheral side of the [[case]] card, and the code is arranged partially in a direction of a thickness of the card.

48. (Previously Presented) A card according to claim 45 wherein the card has two sides where different codes are provided.

49. (Previously Presented) A card according to claim 45 wherein the card is provided such that the code at the peripheral side of the card read from a front surface of the card is different from a code read from a back surface of the card.

50. (Previously Presented) A card according to claim 45 wherein the card is provided such that the code at the peripheral side of the card read from a front surface of the card is different from a second code read from a back surface of the card, and whether the card is placed on the front surface or the back surface is detectable by the game machine.

51. (Previously Presented) A card according to claim 45 wherein the code has a data pitch for encoding that varies depending on a kind of the card, and the code is recorded to the card.

52. (Previously Presented) A card according to claim 45 wherein the code at the peripheral side of the card is recorded to the card with a light storage material.

53. (Previously Presented) A card according to claim 45 wherein the code includes: data bits each indicating a binary value of the read code; a front/back indication bit indicating one of front and back surfaces of the card; and edge bits indicating respective positions of a start and an end of the code.

54. (Previously Presented) A card according to claim 53 wherein each of the data bits, the front/back indication bit and the edge bits has a predetermined width along the peripheral side of the card.

55. (Previously Presented) A card according to claim 45 wherein the code is printed to a portion of the card adjacent to the peripheral side of the card, and the code is recorded to the card.

56. (Previously Presented) A card according to claim 45 wherein the code includes a data for identifying the card, and the code is recorded to the card.

57. (Previously Presented) A card according to claim 45 wherein the code is recorded to the card with a fluorescent material that is colorless under a visible light.

58. (Previously Presented) A card according to claim 45 wherein the code is recorded to the card with a plurality of fluorescent materials that generate different color light rays by the irradiation with light.

59. (Previously Presented) A card according to claim 45 wherein the code is recorded to the card with a fluorescent material that generates an infrared light ray by the irradiation with light.

60. (Previously Presented) A card according to claim 45 wherein the code is recorded to the card with a fluorescent material that generates a light ray having a wavelength longer than a wavelength of a blue light, by the irradiation with light.

61. (Previously Presented) A card according to claim 45 wherein the code includes guide bits.